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T-1218N

**WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System**

**CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

**HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

**OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

**PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

**SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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**A Special Message from CAPCOM ENTERTAINMENT**

Thank you for selecting CAPCOM VS SNK MILLENNIUM FIGHT 2000 for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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Hints are available:

**1-900-976-EDGE** (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information.
$1.35 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 ($1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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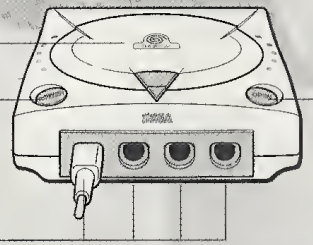
## SEGA DREAMCAST™

### SEGA DREAMCAST HARDWARE UNIT



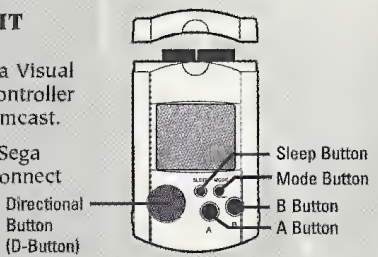

Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. For **CAPCOM VS SNK MILLENNIUM FIGHT 2000**, use Control Ports A and B to connect controllers for players 1 and 2 respectively.

**CAPCOM VS SNK MILLENNIUM FIGHT 2000** is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports.

### SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

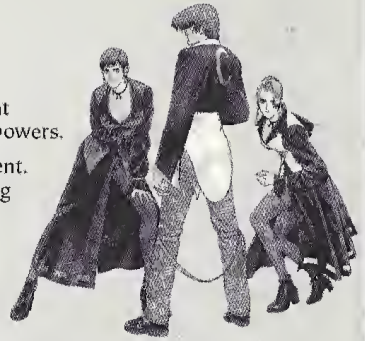
To save option settings and high score data, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller in Control Port A BEFORE turning on the Sega Dreamcast.

Note: While saving game data, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.






## MARTIAL ARTS MELEE!



In AD 2000, a special martial arts event is planned through a collaboration of the two most powerful world organizations: Robert Financial Clique and Masters Foundation. It is hoped that the gala event will ease the political conflicts between the two powers.

Many renowned martial artists have registered for the tournament. Around the world, people are intensely focused on the upcoming exhibitions.

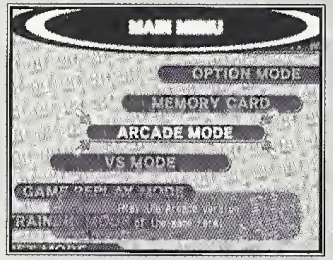
The long-awaited opening ceremony is a huge success.

No one notices the signs of imminent collapse ...

## STARTING A GAME

Press the Start Button at the Title screen to display the Main Menu. To make your selections on the screen, use the Directional Button or Joystick to highlight choices and press the A Button to accept.

- Select a game mode. (See game mode descriptions beginning on page 8.)
- Select a groove, team of players, fight speed and order of players. (You will select some or all of these, depending on your game mode. See the following sections of the manual for details.)



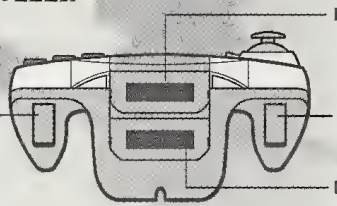

## SAVING/LOADING GAME DATA

You can save game data to an optional Visual Memory Unit (VMU) and access your saved games in order to resume play. Use the MEMORY CARD option from the Main Menu. See page 12 for instructions.

This game requires an optional memory card with 9 free blocks in order to save game data.

# *CONTROLS (default)*

## SEGA DREAMCAST CONTROLLER

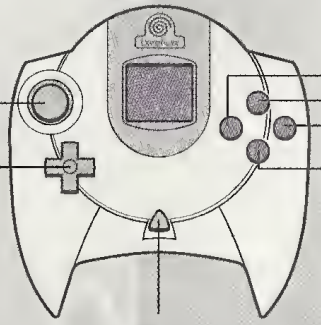


Expansion Slot 1

Right Trigger – Light Kick + Heavy Kick (LK + HK)

Left Trigger – Light Punch + Heavy Punch (LP + HP)

Expansion Slot 2



Analog Thumb Pad

Directional Button (D-Button)

X Button – Light Punch (LP)

Y Button – Heavy Punch (HP)

B Button – Cancel selections / Heavy Kick (HK)

A Button – Accept selections / Light Kick (LK)

Start Button – Start game / Pause / Resume /Join in for Player 2

Highlight selections on menu screens / Move your character*:

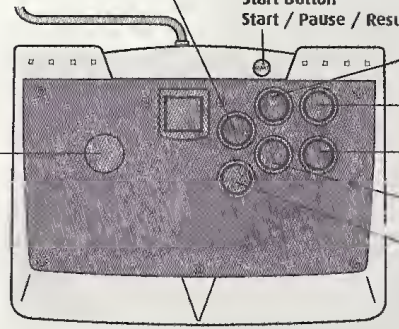
- ↑ Vertical jump
- ↗ Diagonal forward jump
- → Move forward
- ↘ Crouch
- ↓ Crouch
- ↙ Crouch / Lower block
- ← Move backward / Upper block
- ↖ Diagonal backward jump

* These moves are for characters facing right. Reverse the left/right directions for fighters facing left.

Never touch the Analog Thumb Pad or Left/Right Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Left/Right Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.



## SEGA DREAMCAST ARCADE STICK



X Button – Light Punch (LP)

Start Button Start / Pause / Resume

Y Button – Heavy Punch (HP)

Z Button – Light Kick + Heavy Kick (LK + HK)

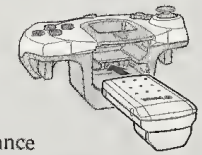
C Button – Light Punch + Heavy Punch (LP + HP)

B Button – Cancel selections / Heavy Kick (HK)

A Button – Accept selections / Light Kick (LK)

Joystick Highlight selections on menu screens / Move your character

## SEGA DREAMCAST JUMP PACK™

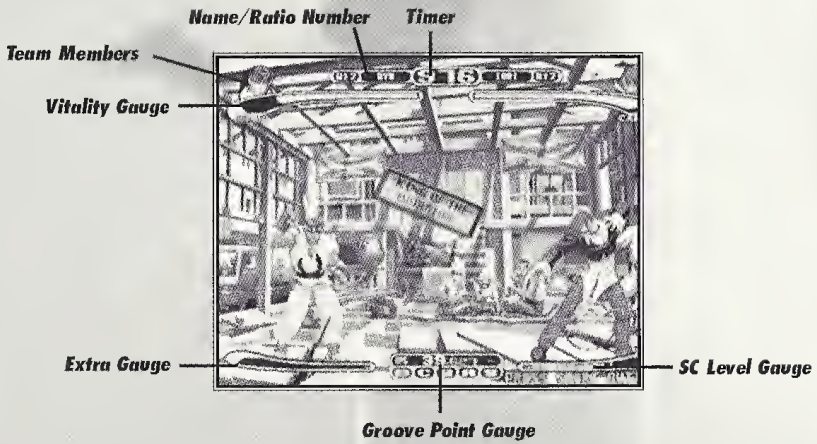


CAPCOM VS SNK MILLENNIUM FIGHT 2000 supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast controller or compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. (The Jump Pack cannot be used with the Arcade Stick.)

Note: When inserted into Expansion Slot 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation. The Jump Pack cannot be used with the Arcade Stick.

- CAPCOM VS SNK MILLENNIUM FIGHT 2000 is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- When using any controller, to return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments. See page 13.

## GAME SCREEN




| | |
|---|---|
| Name/Ratio Number | The current fighter's name and Ratio Number (see page 7). |
| Timer | Remaining time. When the time reaches zero, the match is decided by the remaining vitality of both teams. |
| Team Members | The largest one displayed is the fighter currently used. |
| Vitality Gauge | The color bar decreases as the fighter takes damage. If the vitality reaches zero, the character is knocked out (K.O.'d). |
| Wins | (Not shown.) Number of wins in a 2 player game. |
| Extra Gauge | This gauge is displayed when SNK Groove is chosen (see page 16). |
| Groove Point Gauge | This gauge is displayed only during a 1 player game. |
| SC Level Gauge | The SC (Super Combo) Level Gauge is displayed when Capcom Groove is chosen (see page 16). |
| Bonus Message | (Not shown.) Appears when you perform a super move, such as an Aerial Rave. |



## GAME RULES

### MATCH PLAY

An elimination match lasts until either team completely runs out their fighters' vitality. The vitality of the fighter who has won a round recovers after the round. The more remaining time, the more the fighter's vitality recovers.

### WINNING AND LOSING

If a character's vitality runs out, the character is knocked out. If time runs out, the match will be decided and the team with more total vitality is the winner. The team that defeats all fighters on the opposing team is the winner.

### DRAW GAME

A draw game occurs when both teams run out of vitality at the same time (double K.O.).

## GAME SYSTEM

### FLEXIBLE RATIO SYSTEM

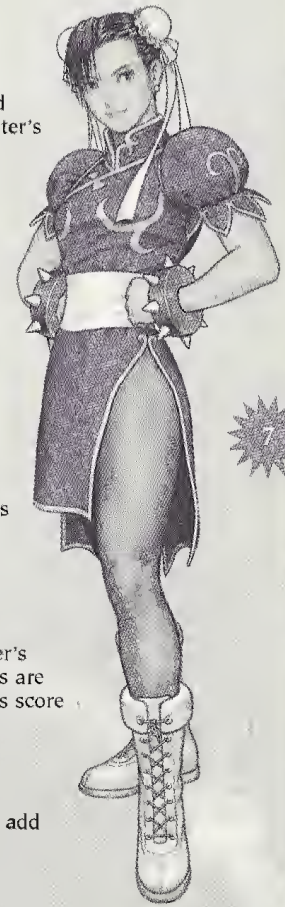
Each character has a Ratio, or number that represents the character's strength. Each team can have characters up to a Level 4 Ratio. For example, you can combine Levels in these ways: 2 + 2, 1 + 3 or 1 + 1 + 2.

### GROOVE POINT SYSTEM

This is a score system only in a 1 player game. During a game, player's offensive and defensive actions are evaluated in real time. The ratings are S, A, B, C and D, with S being the best. The rating affects the player's score when winning a match.

### FINEST K.O.

If you defeat an opponent by a counterattack with a Special Move or Super Combo, it is sometimes called Finest K.O. A Finest K.O. will add tremendously to the Groove Points.



# GAME MODES

### ARCADE MODE (1 or 2 players)

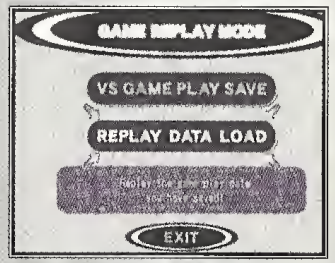
Fight against CPU opponents.

### VS MODE (2 players)

Two player competition mode. Select characters before every match. You can also change Max Ratio, stage, etc. You must connect two controllers to the Sega Dreamcast to choose this mode.

### GAME REPLAY MODE

You can record your gameplay data or review recorded gameplay data. In order to use VS GAME PLAY SAVE, you must be using two controllers and have an optional memory card inserted.




VS GAME PLAY SAVE

Record a 2 player match and save it in a VMU. After a match, the following menu is displayed.

CONTINUE – Fight another match.

REPLAY SAVE – Save the replay data of the match. You can review the replay data in REPLAY DATA LOAD. To save a replay data, 30 blocks are required in the VMU.

EXIT – Return to the menu screen.

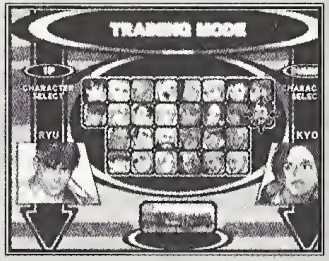
REPLAY DATA LOAD

Review replay data previously saved. First, choose a memory card to load from. Then, choose a replay data file to load. The replay data is played. After playing the replay data, the replay data file screen is displayed again.



### TRAINING MODE

Practice your Special Moves and combos. You can adjust various settings. Press the Start Button and choose TRAINING MENU to open the Training Menu.




CONTINUE – Return to the training.

CHARACTER CHANGE – Return to the character select screen.

DUMMY – Adjust settings about your sparring partner.

DUMMY ACTION – Adjust your sparring partner's actions when Normal is chosen in DUMMY.

DUMMY GUARD – Adjust your sparring partner's block when Normal is chosen in DUMMY.

LIFE – This option is available only when SNK Groove is chosen. Choose the character's remaining vitality, either full or little.

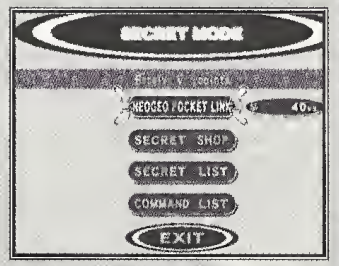
GAUGE – Adjust the Gauge settings.

EXIT – Return to the title screen.

### SECRET MODE

NEOGEO POCKET LINK

You can download Versus Points acquired in SNK VS CAPCOM: MATCH OF THE MILLENNIUM for NeoGeo Pocket.




DOWNLOAD – Connect your NeoGeo Pocket and Sega Dreamcast with a NeoGeo Pocket/Sega Dreamcast link cable (optional) and turn on both systems. Follow the on-screen instructions to start downloading.

EXIT – Return to the Secret Mode Menu.

- Directional Button ↑/↓ – Toggle DOWNLOAD/EXIT.
- A Button – Confirm selections.
- B Button – Return to Secret Mode Menu screen.

SECRET SHOP

When you meet various conditions during gameplay, various Secret Factors will appear in the Secret Shop. You can purchase Secret Factors with the VS Points you have acquired.

- Directional Button ←/→ - Choose an item to purchase.
- Directional Button ↑/↓ - Toggle PURCHASE/EXIT.
- A Button – Confirm selections.
- B Button – Return to Secret Mode Menu screen.

SECRET LIST

Review the Secret Factors you have purchased.

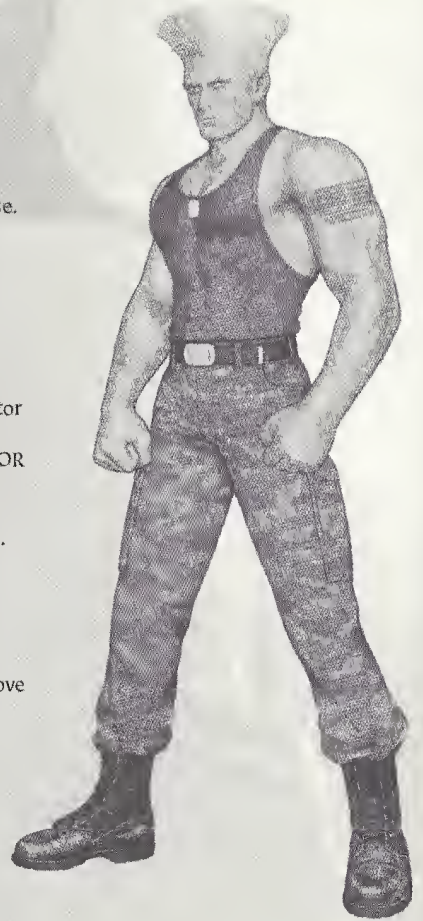
- Directional Button ←/→ - Choose a Secret Factor list.
- Directional Button ↑/↓ - Toggle SECRET FACTOR LIST /EXIT.
- A Button – Confirm selections.
- B Button – Return to Secret Mode Menu screen.

COMMAND LIST

Check each character's Special Move Commands.

- Directional Button ←→ - Choose a character.
- Directional Button ↑↓ - Scroll up/down a Special Move list.
- A Button – Confirm selections.
- B Button – Cancel selection/exit.





**COLOR EDIT MODE**

Customize your characters with different colors. When you select a character, the Color Edit screen appears. You can save two color patterns for each character. Each character is made up of 15 color palettes. Adjust three color bars – Red, Green and Blue – to change the colors in each palette. To edit character colors, you must be using an optional Visual Memory Unit (VMU).

PALETTE

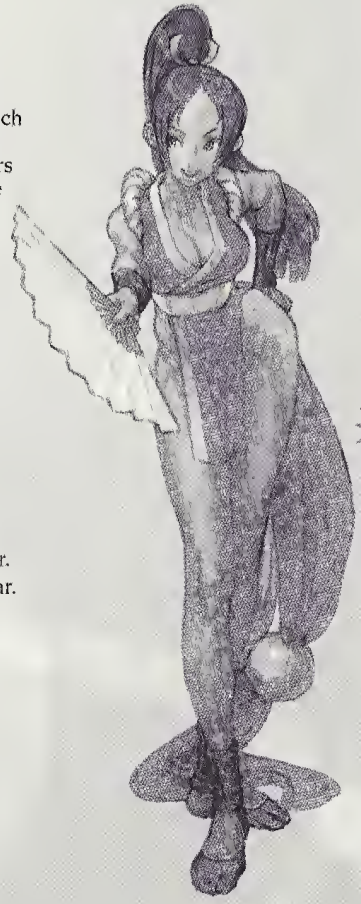
- Directional Button ←/→ - Choose a palette.
- A Button – Confirm selections.
- B Button – Cancel selections.
- X Button – Copy a palette.
- Y Button – Paste a copied palette.

RGB BAR

- Directional Button ←/→ - Choose a bar.
- Directional Button ↑/↓ - Change color tones.
- A Button – Confirm selections.
- B Button – Cancel selections.
- X Button – Increase color tone of the whole RGB bar.
- Y Button – Decrease color tone of the whole RGB bar.

DEFAULT COLOR

Choose the character's basic color. Use the Directional Button ←/→.



CHARACTER CHANGE
Return to the Character Select screen.

SAVE
Save your edited color pattern.

LOAD
Load previously saved color pattern.

EXIT
Return to the Main Menu screen.

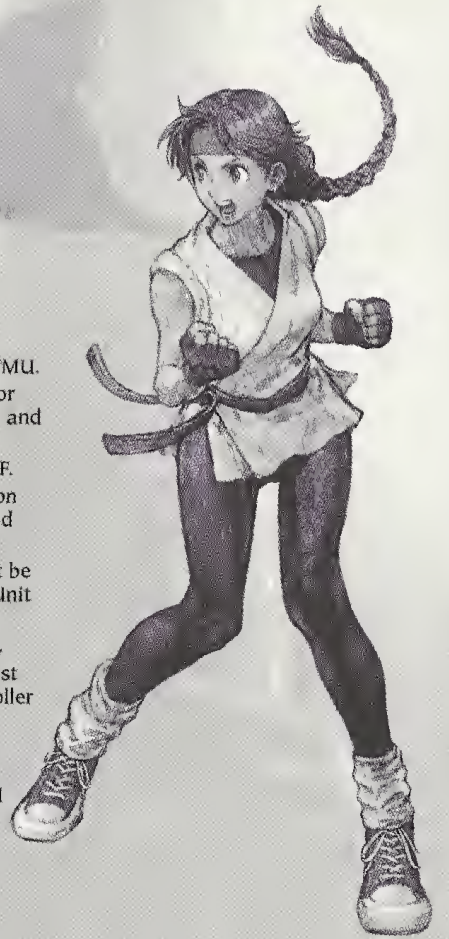
## MEMORY CARD

LOAD – Load your play data from a VMU.

SAVE – Save your option settings, color patterns made in the Color Edit Mode and score ranking data to a VMU.

AUTOSAVE – Turn AUTOSAVE ON/OFF.

- When AUTOSAVE is ON, your option settings and score ranking are saved automatically.
- To save your play record, you must be using an optional Visual Memory Unit (VMU).
- This game uses 9 blocks in a VMU.
- Do not turn off your Sega Dreamcast or remove the memory card, controller or other peripherals while loading/saving.
- In autosaving and autoloading (when starting the game), the VMU in a port of higher priority is used (priority: High A1 → A2 → B1 → B2 → C1 → C2 → D1 → D2 Low).





## OPTION MODE

GAME OPTIONS

DIFFICULTY – Adjust the difficulty level for a 1 player game.

TIME – Adjust the match time.

DAMAGE – Adjust the damage level of attacks.

SPEED – Adjust the game speed.

GAUGE – Adjust the gauge conditions.

SOUND – Choose STEREO or MONAURAL.

TEST – Sample the game music.

DEFAULT SETTING – Reset all option settings to default status.

EXIT – Return to the Main Menu.

BUTTON CONFIG

BUTTON CONFIG – Adjust button assignments.

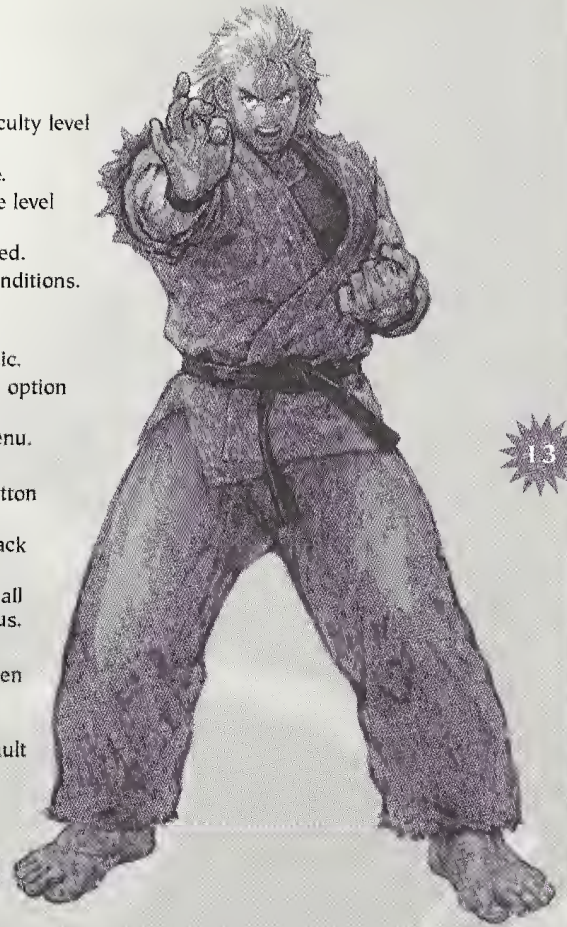
VIBRATE – Toggle the Jump Pack (optional) vibration ON/OFF.

DEFAULT SETTINGS – Return all button settings to default status.

DISPLAY ADJUST

DISPLAY ADJUST– Adjust screen display range.

DEFAULT SETTINGS – Reset screen display settings to default status.



## *BASIC SPECIAL MOVES*

### NORMAL MOVES

Press a punch or kick button. Depending on the character's posture, the move varies.

### SPECIAL MOVES

With a combination of a Directional Button Command and a button, perform various Special Moves. See pages 17-26 for each character's Special Moves.

BLOCK & GUARD CRASH

Block opponent's attack by pressing the Directional Button away from the opponent. Use Upper Block and Lower Block depending on the opponent's attack. If a character keeps blocking attacks, eventually the character's block will be broken (a Guard Crash). When this is about to happen, the blocking effect turns to red and the character's Vitality Gauge frame starts to blink.

SUPER JUMP ↓↑

Jump much higher than a normal jump

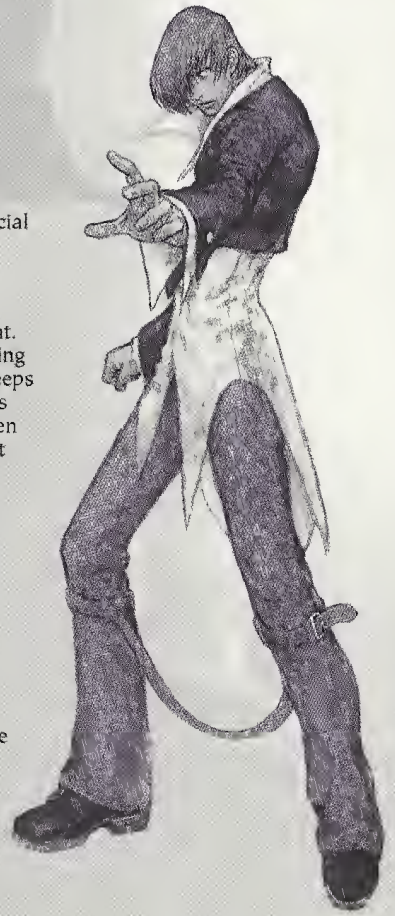
DASH →→ or ←←

Move faster than a normal walk.

THROW / GRAB MOVES

(Near opponent) → or ← + HP or HK

Throw an opponent who is near your character. Some characters do a grab move instead of a throw.





THROW ESCAPE

(The moment your opponent grabs your character) → or ← + HP or HK

BACKLASH LP + LK

(press simultaneously)

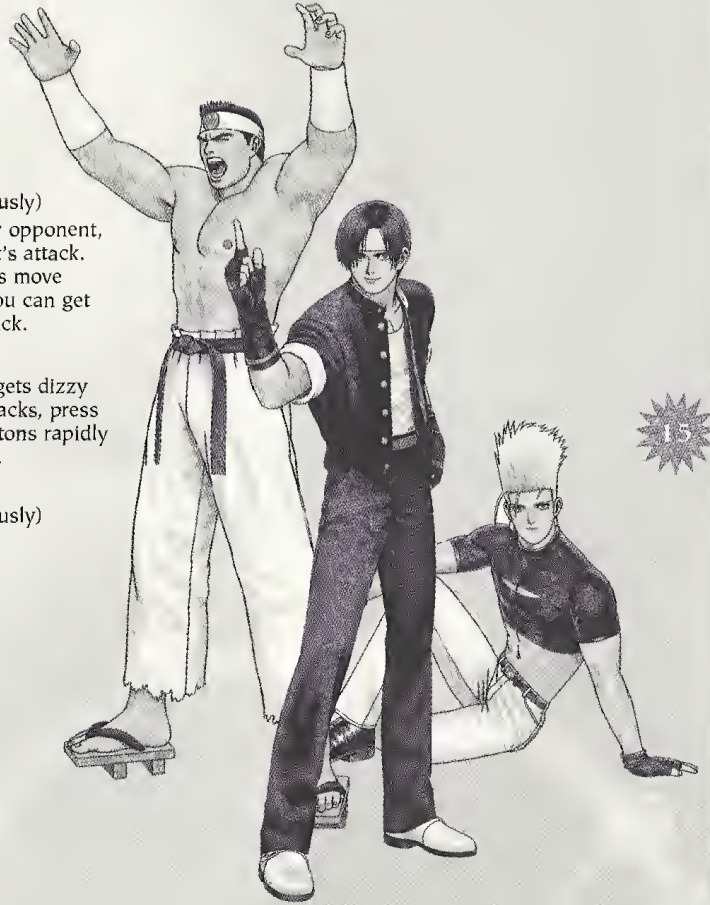
Move toward your opponent, dodging opponent's attack. If you perform this move near opponent, you can get the opponent's back.

DIZZINESS RECOVERY

If your character gets dizzy by opponent's attacks, press punch or kick buttons rapidly to recover quickly.

TAUNT LK + Start

(press simultaneously)



# GROOVE

## CAPCOM GROOVE

The Super Combo Gauge builds up as you attack. The gauge can store up to level 3.

LEVEL 1 SUPER COMBO – A Super Combo command + Light Attack button (punch or kick)

LEVEL 2 SUPER COMBO – A Super Combo command + Heavy Attack button

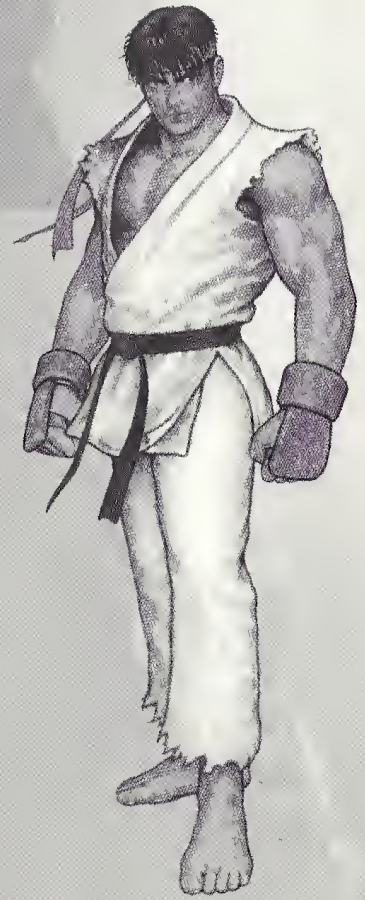
LEVEL 3 SUPER COMBO – A Super Combo command + Light + Heavy buttons (press simultaneously)

## SNK GROOVE

Charge the Extra Gauge by holding down HP and HK simultaneously. When the gauge is full, your character's attacking power increases for a while and also the character can use Super Special Moves.

When the Extra Gauge is full and the character's Vitality Gauge is blinking, your character can use a powerful MAX Super Special Move.

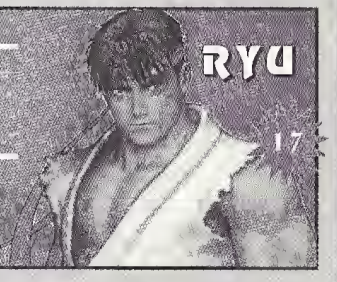




# CHARACTERS

In this section, the arrow moves shown are for characters facing right; reverse when characters are facing left.

- P – Punch K – Kick
- LP/LK – Light Punch/Light Kick HP/HK – Heavy Punch/Heavy Kick
- Charge – Press a Directional Button for a while and then press the next Directional Button.
- LV3 & MAX– You can use the move either when you have level 3 Super Combo Gauge in Capcom Groove, or when your character's Extra Gauge is full and Vitality Gauge is blinking in SNK Groove.




| | |
|---|---|
| ***SPECIAL MOVES*** | |
| Hadoken | ↓↘→ + P |
| Shoryuken | →↓↘ + P |
| Tatsumaki Senpukyaku | ↓↙← + K (usable in air) |
| ***SUPER COMBOS*** | |
| Shinku Hadoken | ↓↘→↓↘→ + P |
| Shinku Tastumaki Senpukyaku | ↓↙←↓↙← + K |
| Shin Shoryuken | ↓↘→↓↘→ + K (LV3 & MAX) |

| | |
|---|---|
| ***SPECIAL MOVES*** | |
| Fireball | →↓↘ + P |
| Crescent Slash | →↘↓↙← + K |
| R.E.D. Kick | ←↓↙ + K |
| Wicked Chew | ↓↘→ + P |
| Nine Scars Maker | (after Wicked Chew) ↓↘→ + P |
| Rusting Eight Combos | (after Nine Scars Maker) P |
| ***SUPER COMBOS*** | |
| Serpent Wave | ↓↙←↙↓↘→ + P |
| Final Showdown | ↓↘→↓↘→ + P |

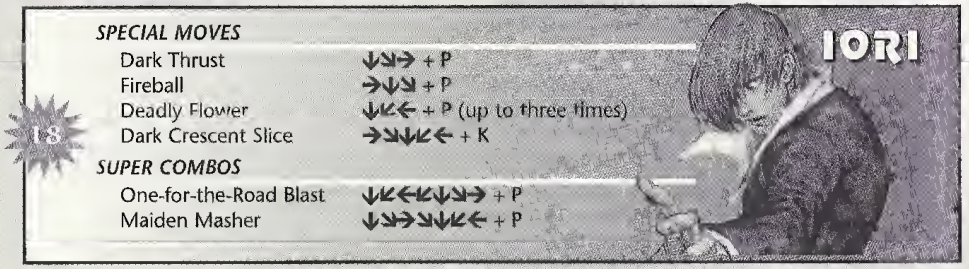
## KEN

*SPECIAL MOVES*

| | |
|---|---|
| Hadoken | ↓↘→ + P |
| Shoryuken | →↓↘ + P |
| Tatsumaki Senpukyaku | ↓↙← + K (usable in air) |
| Ryusenkyaku | →↓↘ + K |

*SUPER COMBOS*

| | |
|---|---|
| Shoryu Reppa | ↓↘→↓↘ + P |
| Shinryuken | ↓↘→↓↘ + K |
| Shippu Jinrai Kyaku | ↓↙←↓↙← + K (LV3 & MAX) |



## IORI

*SPECIAL MOVES*

| | |
|---|---|
| Dark Thrust | ↓↘→ + P |
| Fireball | →↓↘ + P |
| Deadly Flower | ↓↙← + P (up to three times) |
| Dark Crescent Slice | →↘↓↙← + K |

*SUPER COMBOS*

| | |
|---|---|
| One-for-the-Road Blast | ↓↙←↙↓↘→ + P |
| Maiden Masher | ↓↘→↘↓↙← + P |

## CHUN-LI

*SPECIAL MOVES*

| | |
|---|---|
| Hyakuretsukyaku | K (press rapidly) |
| Tenshokyaku | ↓ charge ↑ + K |
| Kikoken | ←↙↓↘→ + P |
| Spinning Bird Kick | ← charge → K |

*SUPER COMBOS*

| | |
|---|---|
| Kikoushou | ↓↘→↓↘→ + P |
| Senretsukyaku | ← charge →← + K |
| Hazan Tenshoukyaku | ↙ charge ↘↙↗ + K |

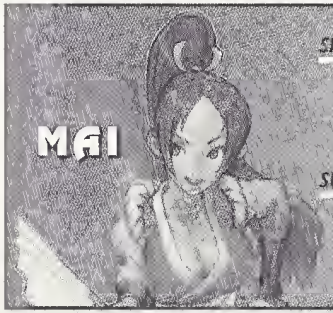
*SPECIAL MOVES*

| | |
|---|---|
| Sonic Boom | ← charge → + P |
| Somersault Kick | ↓ charge ↑ + K |

*SUPER COMBOS*

| | |
|---|---|
| Total Wipe Out | ← charge →←→ + P |
| Somersault Strike | ↙ charge ↘↙↗ + K |

## GUILE



## MAI

*SPECIAL MOVES*

| | |
|---|---|
| Kacho Sen | ↓↘→ + P |
| Flying Squirrel Dance | ↓ charge ↑ + P |
| Ryu En Bu | ↓↙← + P |
| Deadly Ninja Bees | ←↙↓↘→ + K |

*SUPER COMBOS*

| | |
|---|---|
| Crimson Firebird Diver | ↓↙←↓↙← + P (in air) |
| Super Deadly Ninja Bees | ↓↙←↙↓↘→ + K |



*SPECIAL MOVES*

| | |
|---|---|
| Power Wave | ↓↘→ + P |
| Burn Knuckle | ↓↙← + P |
| Rising Tackle | ↓ charge ↑+ P |
| Crack Shot | ↓↙← + K |

*SUPER COMBOS*

| | |
|---|---|
| Power Geyser | ↓↙←↙→ + P |
| Buster Wolf | ↓↘→↓↘→ + K |

## TERRY

## E. HONDA

*SPECIAL MOVES*

| | |
|---|---|
| Hyakuretsu Harite | P (press rapidly) |
| Super Zutsuki | ← charge → + P |
| Super Hyakken Otoshi | ↓ charge ↑ + K |
| Ooichou Nage | 360° motion + P |

*SUPER COMBOS*

| | |
|---|---|
| Onimusou | ← charge →←→ + P |
| Orochi Kudaki | 360° motion twice + P (LV3 & MAX) |

## RYO

*SPECIAL MOVES*

| | |
|---|---|
| Tiger Flame Punch | ↓↘→ + P |
| Koho | →←→ + P |
| Zan Retsu Ken | ↓ charge ↑ + P |
| Lightning Legs Knockout Kick | ↙ charge → + K |

*SUPER COMBOS*

| | |
|---|---|
| Haoh Sho Koh Ken | →←↙↓↘→ + P |
| Ryuko Ranbu | ↓↘→↘↓↙← + P |

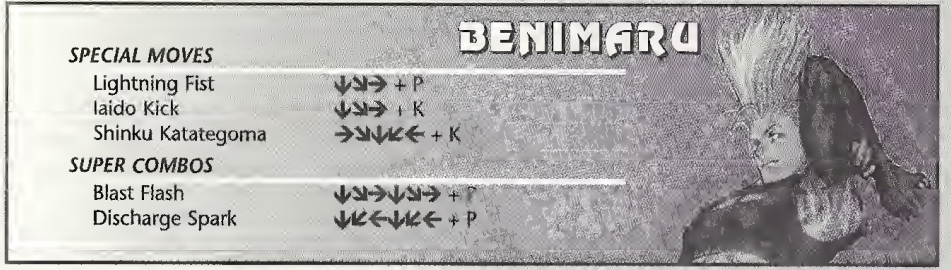
## BLANKA

*SPECIAL MOVES*

| | |
|---|---|
| Electric Thunder | P (press rapidly) |
| Rolling Attack | ← charge → + P |
| Back Step Rolling | ← charge → + K |
| Vertical Rolling | ↓ charge ↑ + K |

*SUPER COMBOS*

| | |
|---|---|
| Direct Lightning | ← charge →←→ + P |
| Spout of Earth | ↙ charge ↘↓↗ + P (press rapidly) |



## BENIMARU

*SPECIAL MOVES*

| | |
|---|---|
| Lightning Fist | ↓↘→ + P |
| Iaido Kick | ↓↘→ + K |
| Shinku Katategoma | →↘↓↙← + K |

*SUPER COMBOS*

| | |
|---|---|
| Blast Flash | ↓↘→↓↘→ + P |
| Discharge Spark | ↓↙←↓↙← + P |

## DHALSIM

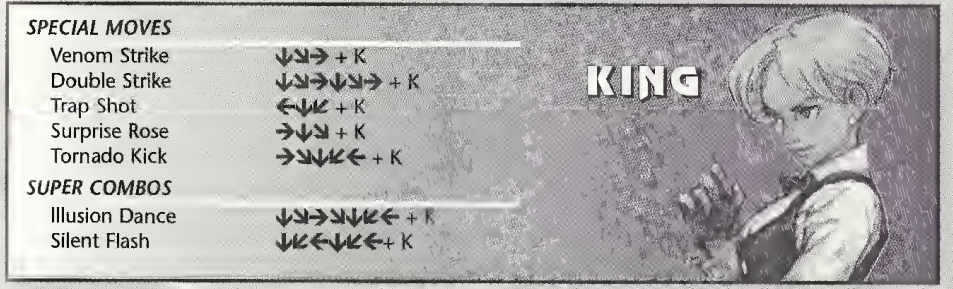
*SPECIAL MOVES*

| | |
|---|---|
| Yoga Fire | ↓↘→ + P |
| Yoga Flame | →↘↓↙← + P |
| Yoga Blast | →↘↓↙← + K |
| Yoga Teleport | →↓↘ (or ←↓↙) + PP (or KK) |

*SUPER COMBOS*

| | |
|---|---|
| Yoga Stream | ↓↘→↓↘→ + P |
| Yoga Volcano | ↓↘→↓↘→ + K |





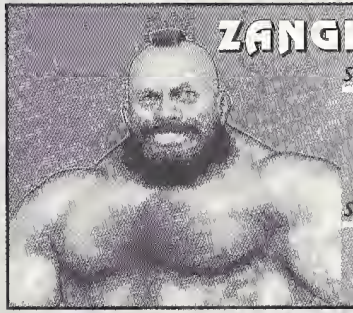
## KING

*SPECIAL MOVES*

| | |
|---|---|
| Venom Strike | ↓↘→ + K |
| Double Strike | ↓↘→↓↘→ + K |
| Trap Shot | ←↓↙ + K |
| Surprise Rose | →↓↘ + K |
| Tornado Kick | →↘↓↙← + K |

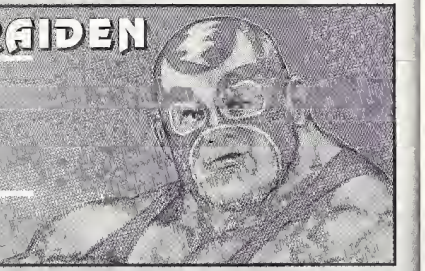
*SUPER COMBOS*

| | |
|---|---|
| Illusion Dance | ↓↘→↘↓↙← + K |
| Silent Flash | ↓↙←↓↙← + K |



## ZANGIEF

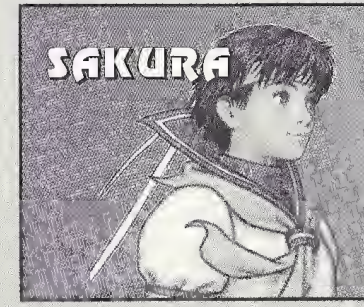
| SPECIAL MOVES | |
|---|---|
| Double Lariat | PP |
| Vanishing Flat | →↓↘ + P |
| Screw Pile Driver | 360° motion + P |
| Atomic Suplex | 360° motion + K (near opponent) |
| **SUPER COMBOS** | |
| Final Atomic Buster | 360° motion twice + P |
| Aerial Russian Slam | ↓↘→↓↘ + K |



## RAIDEN

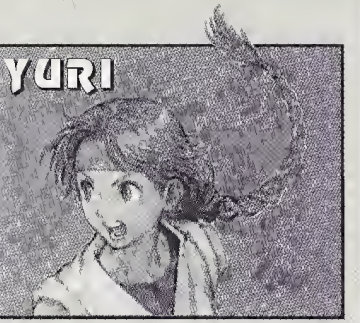
| SPECIAL MOVES | |
|---|---|
| Giant Bomb | ← charge → + P |
| Poison S. ray | →↘↓↙← + P |
| Super Drop Kick | K (charge and release) |
| Thunder Crush Bomb | 360° motion + K |
| **SUPER COMBOS** | |
| Flame Breath | →↘↓↙←→↘↓↙← + P |
| Destruction Drop | 360° motion twice + K |





## SAKURA

| SPECIAL MOVES | |
|---|---|
| Hadoushou | ↓↘→ + P |
| Kououken | →↓↘ + P |
| Oukakyaku | ↓↙← + K (in air) |
| Shunpu Renkyaku | ↓↙← + K ↓↙← + K |
| **SUPER COMBOS** | |
| Shinku Hadoken | ↓↘→↓↘→ + P |
| Haruissen | ↓↙←↓↙← + K |



## YURI

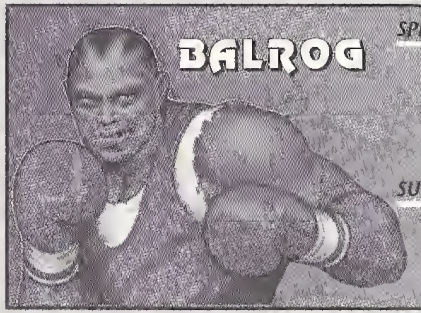
| SPECIAL MOVES | |
|---|---|
| Tiger Flame Punch | ↓↘→ + P |
| Yuri Super Upper | →↓↘ + P |
| Rai Oh Ken | ↓↘→ + K |
| The 100 Blows | →↘↓↙← + K |
| **SUPER COMBOS** | |
| Haoh Shokoh Ken | →←↙↓↘→ + P |
| Scalding Steam Blast | ↓↘→↓↘ + P |

## CAMMY

| SPECIAL MOVES | |
|---|---|
| Spiral Arrow | ↓↘→ + K |
| Cannon Spike | →↓↘ + K |
| Axel Spinning Knuckle | →↘↓↙← + P |
| Hooligan Combination | ↙↓↘→↗ + P |
| **SUPER COMBO** | |
| Spin Drive Smasher | ↓↘→↓↘ + K |

## VICE

| SPECIAL MOVES | |
|---|---|
| Nail Bomb | ←↙↓↘→ + P |
| Gore Fest | →↘↓↙←→ + P |
| Da Cide | ←↙↓↘→ + K |
| Outrage | ↓↙← + K |
| Tranquility | →↓↘ + K |
| **SUPER COMBOS** | |
| Withering Force | ↓↘→↓↘→ + P |
| Negative Gain | →↘↓↙←→↘↓↙← + K |



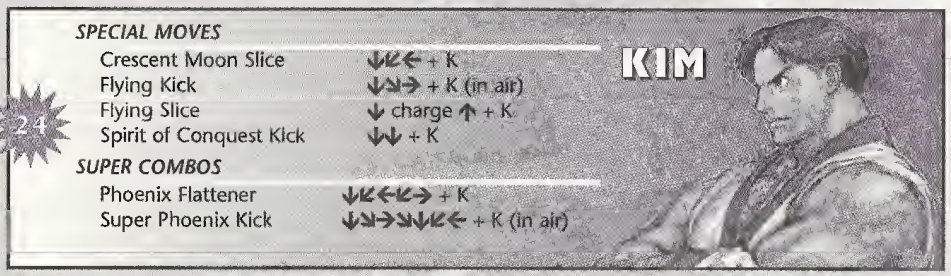
## BALROG

*SPECIAL MOVES*

| | |
|---|---|
| Dash Straight | ← charge → + P |
| Dash Uppercut | ← charge → + K |
| Dash Ground Straight | ← charge ↘ + P |
| Turn Punch | P or K (charge and release) |
| Buffalo Headbutt | ↓ charge ↑ + P |

*SUPER COMBOS*

| | |
|---|---|
| Crazy Buffalo | ← charge →←→ + P |
| Gigaton Blow | ← charge →←→ + K (LV3 & MAX) |



## KIM

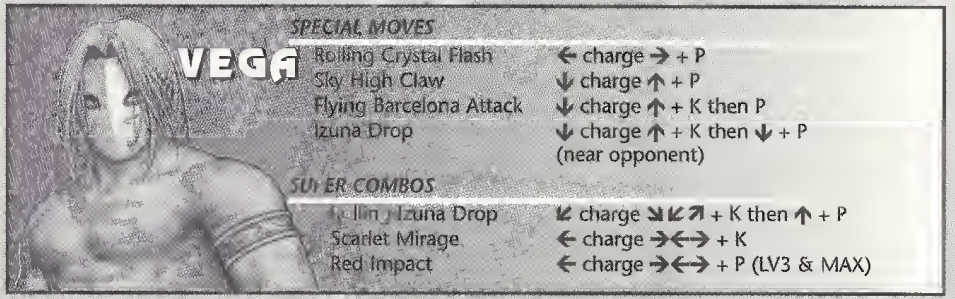
*SPECIAL MOVES*

| | |
|---|---|
| Crescent Moon Slice | ↓↙← + K |
| Flying Kick | ↓↘→ + K (in air) |
| Flying Slice | ↓ charge ↑ + K |
| Spirit of Conquest Kick | ↓↓ + K |

*SUPER COMBOS*

| | |
|---|---|
| Phoenix Flattener | ↓↙←↙→ + K |
| Super Phoenix Kick | ↓↘→↘↓↙← + K (in air) |





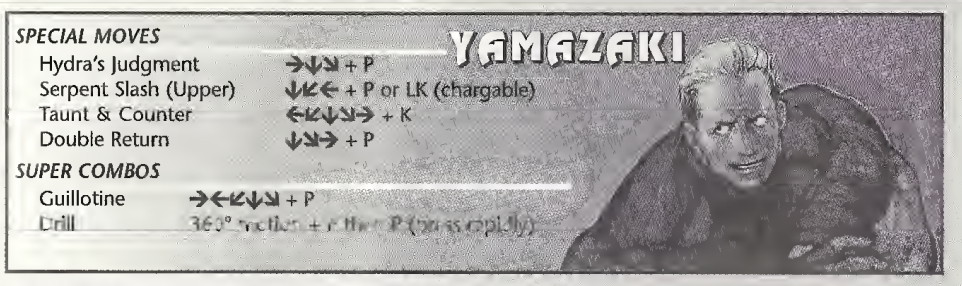
## VEGA

*SPECIAL MOVES*

| | |
|---|---|
| Rolling Crystal Flash | ← charge → + P |
| Sky High Claw | ↓ charge ↑ + P |
| Flying Barcelona Attack | ↓ charge ↑ + K then P |
| Izuna Drop | ↓ charge ↑ + K then ↓ + P (near opponent) |

*SUPER COMBOS*

| | |
|---|---|
| Rolling Izuna Drop | ↙ charge ↘↙↗ + K then ↑ + P |
| Scarlet Mirage | ← charge →←→ + K |
| Red Impact | ← charge →←→ + P (LV3 & MAX) |



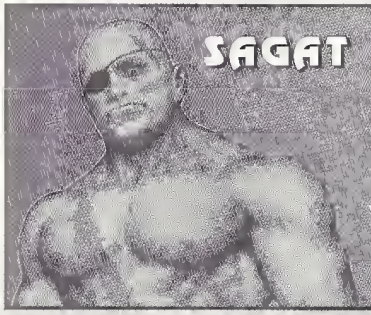
## YAMAZAKI

*SPECIAL MOVES*

| | |
|---|---|
| Hydra's Judgment | →↓↘ + P |
| Serpent Slash (Upper) | ↓↙← + P or LK (chargable) |
| Taunt & Counter | ←↙↓↘→ + K |
| Double Return | ↓↘→ + P |

*SUPER COMBOS*

| | |
|---|---|
| Guillotine | →←↙↓↘ + P |
| Drill | 360° motion + either P (varies slightly) |



## SAGAT

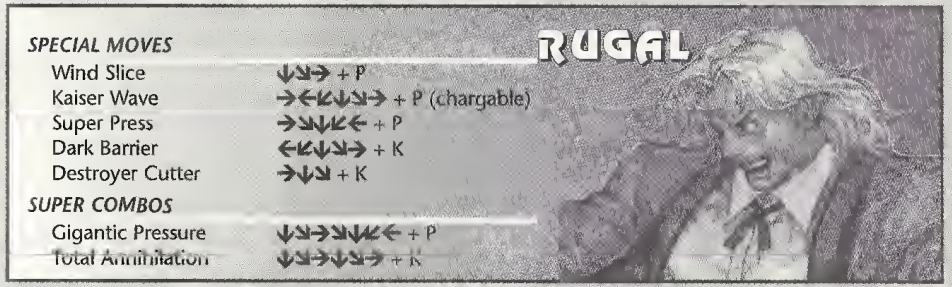
*SPECIAL MOVES*

| | |
|---|---|
| Tiger Shot | ↓↘→ + P |
| Ground Tiger Shot | ↓↘→ + K |
| Tiger Uppercut | →↓↘ + P |
| Tiger Crush | →↓↘ + K |

*SUPER COMBOS*

| | |
|---|---|
| Tiger Destroyer | ↓↘→↓↘→ + P |
| Tiger Raid | ↓↙←↓↙← + K |





## RUGAL

*SPECIAL MOVES*

| | |
|---|---|
| Wind Slice | ↓↘→ + P |
| Kaiser Wave | →←↙↓↘→ + P (chargable) |
| Super Press | →↘↓↙← + P |
| Dark Barrier | ←↙↓↘→ + K |
| Destroyer Cutter | →↓↘ + K |

*SUPER COMBOS*

| | |
|---|---|
| Gigantic Pressure | ↓↘→↘↓↙← + P |
| Total Annihilation | ↓↘→↓↘→ + K |

## M. BISON

*SPECIAL MOVES*

| | |
|---|---|
| Psycho Vanish | →↓↘ + P |
| Psycho Impact | ← charge → + P |
| Double Knee Press | ← charge → + K |
| Head Press | ↓ charge ↑ + K |
| Somersault Skull Diver | ↓ charge ↑ + P then P |

*SUPER COMBOS*

| | |
|---|---|
| Heartbreak Despair | ← charge →←→ + P |
| Knee Press Nightmare | ← charge →←→ + K |



## GEESE

*SPECIAL MOVES*

| | |
|---|---|
| Upper Body Blow | →↘↓↙← + LP |
| Middle Body Blow | →↘↓↙← + HP |
| Wind Slice | ↓↘→+LP |
| Double Wind Slice | ↓↘→+HP |
| Gale Slash | ↓↙← + P (in air) |

*SUPER COMBOS*

| | |
|---|---|
| Raising Storm | ↙→↘↓↙←↘+ P |

## TWO LEGENDARY UNIVERSES COLLIDE FOR THE FIRST TIME

A game packed with the greatest fighters demands a guide filled with move lists, combos, strategies and secrets.

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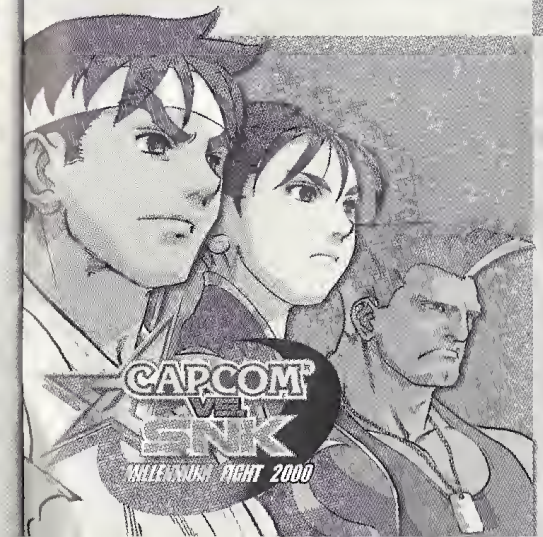


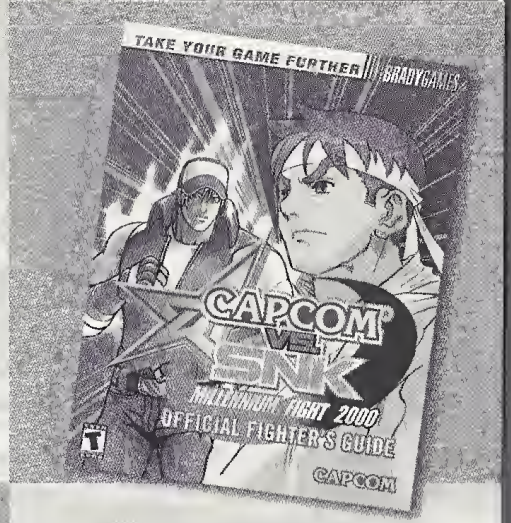


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